



STRANGER OF SWORD CITY

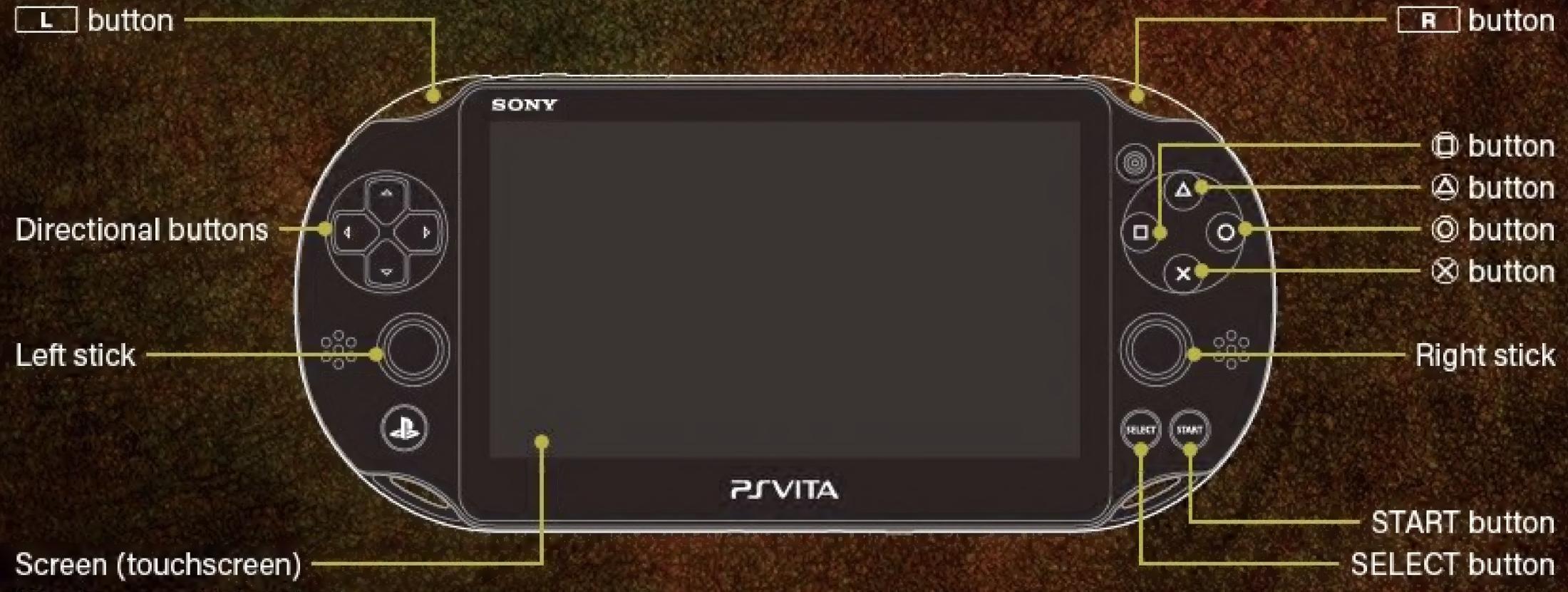
REVISITED

Instruction Manual

| | |
|---------------------|----|
| Controls | 3 |
| Title Screen | 5 |
| Member Screen | 6 |
| Labyrinth | 8 |
| Battle | 13 |



PlayStation®Vita



* Touchscreen enabled on Map Screen

Controls

| | Labyrinth | Battle | Other |
|--|--|-----------------------------------|--|
| Directional buttons | | | |
| Left stick | Move | | Select Command |
| Right stick | Strafe | | |
|  button | Investigate | | Confirm |
|  button | Hide | | Cancel |
|  button | Display Party Menu | Start Action/Repeat | Change Item Information |
|  button | Display Map | Display ally Accuracy and Evasion | Return to Guild/Sort Item |
|  button | Strafe left | | Change Members |
|  button | Strafe right | | |
| START button | | Display Help Dialog | |
| SELECT button | Display Member Status | Display Battle Log | Change Storage and Item Bag/Change Weapon Sets |
| Touchscreen | Map Screen | — | — |
| | Help Dialog | | |
| Member Manual | Check for hints that will progress the story | | |
| Control Descriptions | Display the current screen's description | | |
| Return to Title | Return to the title screen | | |

Title Screen

The game will start when the title is activated from LiveArea™.
The title screen will appear after a short while.

| Title Menu | |
|------------|-----------------------------------|
| NEW GAME | Start the game from the beginning |
| LOAD | Start the game from saved place |
| OPTION | Change game settings |



Save/Load

Strangers Guild: Be able to save and load game from the [System] menu.
System data and game data will be saved to the memory card.
Minimum of 1000KB space required on memory card for saving data.

The Member Screen displays various character statistics and equipment information for a Cleric named Hideo.

Basic Information: Shows character level (LV 04), name (Hideo), class (Cleric), and current stats (HP 0077/0077, MP 0034/0034). It also shows a 2-point skill icon.

Equipment: Shows the current equipment set (Set-A) for the character. The equipment includes:

| Slot | Item |
|-----------|--------------|
| Main Hand | Magic Wand |
| Off Hand | * None * |
| Head | Headband |
| Body | Battle Tunic |
| Underwear | * None * |
| Accessory | * None * |

Enhancement: Shows enhancement stats:

| Category | Stat | Value |
|----------------------|------|-------|
| Resistance (%) | +00 | |
| Spell Resistance (%) | +00 | |
| Spell Enhance (%) | +001 | |

Investigation Ability: Shows investigation abilities and talents:

| Ability | Value |
|-----------|-----------|
| Identify | +050 |
| Open Lock | +032 |
| Talent | Fortunate |

Skill Point: Shows the character's skill points (SP) distribution:

| Stat | Value |
|------|-------|
| Str | 10 |
| Int | 10 |
| Per | 15 |
| Vit | 12 |
| Agl | 12 |
| Luc | 10 |

Fighting Efficiency: Shows the character's fighting efficiency values:

| Category | Value |
|------------|-------|
| Main Hand | 023x1 |
| Off Hand | |
| Penalty(%) | |
| Hit | 14 |
| Avoid | 12 |
| Defense | 12 |
| Absorb(%) | 00 |

| Basic Information | | Equipment Information | | Fighting Efficiency | |
|------------------------------|---|-----------------------|---|---------------------|--|
| LV | Current Level | Set-A/Set-B | Current Weapon Set | Main Hand | Main Hand Equipment's attack x number of attacks |
| Name | Nickname | Main Hand | Main Hand Equipment | Off Hand | Off Hand Equipment's attack x number of attacks |
| Class | Current Class | Off Hand | Off Hand Equipment | Penalty | Attack of Off Hand Equipment will decrease accordingly (%) |
| HP | Death occurs at 0 HP | Head | Head Equipment | Hit | Accuracy. Higher number means more accuracy. Displayed as HT in battle. |
| MP | Needed for using spells | Body | Body Equipment | Avoid | Evasion. Higher number increases the chance of evading. Displayed as AV in battle. |
| L Point | Life Points | Underwear | Underwear Equipment | Defense | Defense. Higher number reduces damage. |
| Enhancement | | Accessory | Accessory Equipment | Absorb | Damage reduction rate. Damage will be cut (%). |
| Resistance | Defense against enemy special attacks | Skill Point | | | |
| Spell Resistance | Magic Defense Enhancement | Str | Strength. Affects attack. | | |
| Spell Enhance | Magic Attack Enhancement | Int | Intelligence. Affects Wizard spells. | | |
| Investigation Ability | | Pie | Piety. Affects Cleric spells. | | |
| Identify | Item and Enemy Identification Ability | Vit | Vitality. Affects maximum HP. | | |
| Open Lock | For investigating treasure boxes and evading traps when activated | Agi | Agility. Affects accuracy, evasion, and turn order. | | |
| Talent | Member's Talent | Luc | Luck. Affects everything. | | |

About Life Points

A member will lose a Life Point every time they die. If it hits 0, the member will never revive. Life Points can be [Revived/Recovered] at Strangers Guild: Base.

Labyrinth

You can enter labyrinths from various locations in Escario. Your objective in the labyrinth is to defeat Lineage Types.



Morale Gauge and Divinity Icon

The number represents the Morale Gauge. You use Morale when using Divinities or Hiding. The surrounding Divinity Icons will light up if you use a Divinity.



Mini Map

Displays a map of the labyrinth.

Member HP and MP

The blue bar is the current HP, the green bar is the current MP.

Ailment Zone

There are places in the labyrinth where status ailments will effect all party members. Icons will appear on the screen when you enter the Ailment Zone.

Ailment zone includes Poison, Paralyze and Silence.

Permanent Effects

Will light up if there is an item or spell in effect. The permanent effect affects all party members and will continue until lifted.



Party

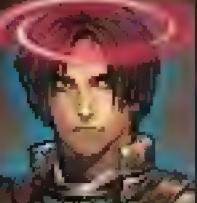
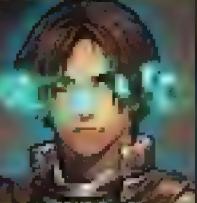
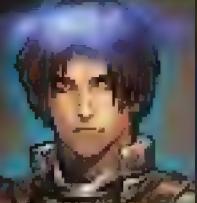
The first 3 members are in the front row and last 3 are in the back row.

Front row members can attack the enemy with any weapons, however they are more likely to be targeted. The back row member is hard to be targeted, but the weapons that can reach the enemy is limited.

You can change the party formation from Order. Be careful with the formation and the range of the attack.

Member conditions

Member conditions may be affected during battle. They will put you at a disadvantage, so heal as soon as possible!

| | | | | | |
|---|------------------|---|---|--------------------|---|
|  | Confusion | Randomly attacks allies or enemies. Heals randomly during the battle. |  | Unconscious | Avoidance drastically decreases and unable to move for one turn after being Unconscious. Heals in a number of turns. |
|  | Silence | Unable to use spells. Heals after the battle. |  | Paralyze | Reduces HP when skill is used. Heals with items or spells. |
|  | Sleep | Unable to take actions and damage increases. Heals randomly during the battle. |  | Enchanted | Attacks allies. Heals with items or spells. |
|  | Poison | HP decreases steadily, even outside of battle. Heals with items or spells. |  | Death | HP is 0 and unable to take actions. Revived with items. |

Labyrinth Features

| | | | | | | | | | |
|---|--|---|--|---|--|---|--|---|---|
|  | Entrance/Exit Go to a different labyrinth or outside |  | NPC Interaction with NPCs |  | Enemies Point Encounter 3 sets of enemies in a row |  | Water Way/Ice Sheet Forced to move in the direction of the arrow |  | Poison Zone Poisoned |
|  | Hatch Move to upper or lower level |  | Item Receive random items |  | Boss Point Encounter strong enemy |  | Waver Hall Move direction suddenly changes |  | Warp Forced to transfer to a set location |
|  | Teleporting Device Move to different location |  | Treasure Receive a fixed item(s) |  | Butterfly Nest Encounter Butterflies |  | Dark Mist Your vision will be covered by darkness |  | Lock Zone Unable to use teleportation items |
|  | Magic Stone Teleport outside of the labyrinth |  | Switch Unlock nearby restricted door |  | Damage Floor Damaged when stepping on it |  | Para Zone Reduces HP when skill is used |  | Secret Door Secret Door |
|  | Event Event Occurs |  | Enemy Point Encounter Enemy |  | Pit Fall to the floor beneath and take damage |  | Underwater Unable to use spells |  | Restricted Door Opened by switch or event |

Divinities

Divinities are skills that all party members work together to cast.

When selecting a member's command, you will be able to use Divinities by selecting Divinity.

Morale will decrease according to the skill you use. Morale gauge will recover by dealing or taking damage. Some skills will also recover Morale gauge.



About Elements

There are 4 types of elements in game for certain items, spells and enemies. Each elements have their strengths and weaknesses which damage will change according to their merits. You can check the enemy's elements in the Monster Encyclopedia after defeating them once.



About Range

There are three kinds of range for weapons. Unable to attack enemies that are out of weapons' range.

| Range | S | M | L |
|-----------|---|--|---------------------|
| Front row | Can attack the first row of the enemies | Can attack the first two rows of the enemies | Can attack all rows |
| Back row | Cannot attack | Can attack the first row of the enemies | Can attack all rows |

About Enemies' Type

Enemies also have different types.

Normal weapons have no effect to enemies such as Immortal race and Spirit.

Spells or special weapons / skills are needed to damage them.

| Enemies' Type | Human | Creature | Immortal | Spirit | Demon | God |
|---------------|-------|----------|----------|--------|-------|-----|
| | | | | | | |

Special Ability: Guard Counter

Guard Counter is a special ability that activates when certain conditions are met. When a enemy targets a defending party member, he/she will perform a counterattack that definitely hits and K.O the enemies.



Trigger Guard Counter



Counterattack that definitely hits



K.O the Enemy

Trigger chance and triggering condition

For each member, Trigger chance is 100% for the first time and 50% for the second time and later.

There are two types of Triggering condition and they change according to the types(categories) of the weapons that party members equip.

*The condition will be applied to the weapon that is equipped to the dominant arm.

| | | |
|---------------|---|--|
| Physical Type | Equips Light Blade/Heavy Blade/Special/Claw/Katana/Polearm/Hammer | Triggers when avoid or hit by enemy's physical attacks |
| Magic Type | Equips Bow/Wand | Triggers when hit by enemy's magic attacks |

About K.O

You can K.O most of the enemies by the special ability, however, there are also enemies that are hard to K.O.

Such as large Lineage Type enemies, Immortal and Spirit type enemies that have no actual body, and High ranking demons.

Enemy Battle Awareness

There are enemies that uses [Battle Awareness], an ability that is equivalence to Guard Counter.

For enemies that has this ability, same skills and spells used in a battle will not have an effect and will always be counterattacked. The enemy that uses this ability will be marked in red when selected. Please fight them with great care!

Software licensed for play on PlayStation®Vita systems in the Americas.

Use of this software and PSN™ is subject to
applicable user agreements and privacy policies found at:

www.us.playstation.com/support/useragreements



For more information on this game, please visit

EXPERIENCE

experience-en.com